

Imaginings



Hobbies/Interests
Boys
Cooking
Shopping
Television

Box 904
INN/OUT 25, Chesterville, Co.

The Imagination Network offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Tattered Gold and Red Baron Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, we will have clubs and discussions on a multitude of special interests from politics to self-help groups, poetry to computer programming and from video games to INN University courses. Only your imagination can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of February as of January 4. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions only should be sent to box 996. University questions only should be sent to box 777. All times listed are Pacific Time.

SUNDAY

TEEN SCENE:	
3 pm	Curtis Air Force "Private" (CIA/PsiPhi 04/05)
5 pm	Red Baron Squadron "Private" (HJ/Alpha 08/05)
12 pm	Friends/Force Club (CM/Theta 7/06)

HELP ROOM:	
"on the hour 10 am to 5 pm"	5 pm DMS Study and Discussion (PsiPhi 08/07)
"New Member Orientation"	5 pm DMS Study and Discussion (PsiPhi 08/07)
1 pm	Paladins (Admirer 07/04) (1st/3rd)
6 pm	Les Caprices Squadrone

BOARD ROOM:	
10 am	Star Wars 99% II (Theta 04/05)

RPG ZONE:	
Open	Red Dragon Inn (Delta/Theta 05/04)

MYSTIC FOREST:	
1 pm	Pagan/Wiccan Conference (Sister+ 07/04)

TRIVIA HAVEN:	
3 pm	KOB Bragan Court "Private" (Alpha/Beta 08/03)

ELCHEVILLE:	
5 pm	Virtuous Pen Society (Cassiopeia 07/02)

TOURNAMENT ROOM:	
6 pm	CCG/Line 10 (Kai/Mid 06/05)

CHESS CLUB:	
5 pm	Illustrated "Private" (George 10/04)

SPADES PLACE:	
5 pm	SEA/Cold "Private" (Norwegian 05/02)

BOARD ROOM:	
5 pm	Illustrated Cold "Private" (Omega 05/04)

RPG ZONE:	
Open	Red Dragon Inn (Delta/Theta 05/04)

MYSTIC FOREST:	
5 pm	Dragon/Saber Squadrone "Private" (Theta 06/05)

TRIVIA HAVEN:	
5 pm	TTC/Trix Madness (Theta 05/02)

MAILED LIFE:	
7 pm	Pythons/Arachnids (Gamma 06/05)

TEEN SCENE:	
8 pm	Pythons/Arachnids Conference (Theta 06/05)

SPADES PLACE:	
5 pm	New York 2100 EPG (Omega 05/04)

ELCHEVILLE:	
6 pm	Torchlighters (Gamma 06/05)

TOURNAMENT:	
6 pm	Ack The Doctor (Alpha/Delta 05/05)

TEEN HANGOUT:	
6 pm	Tennis Fan Club (Crystal 01/06)

BRIDGE CLUB:	
6 pm	Bridge Club (Omega/Epsilon 04/05)

TOURNAMENTS:	
6 pm	Star Wars (SkyDiver/Theta 05/05)

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GO-CHECKERS:	
7 pm	SEA/Cold "Private" (Haven/Theta 04/05)
8 pm	Wishful Thinking (Theta 05/05)

MYSTIC PORTAL:	
6 pm	KOD Castle Crop (Orchard 05/05)

SELENE'S COVE:	
8 pm	Xands RPG (Locust 04/05)

TUESDAY

INN UNIVERSITY:	
7 pm	Class Lessons
7 pm	C++ Programming Course (Prerequisite required)

HELP ROOM:	
6 pm	KOD Gold (Theta 05/05)

GO-CHECKERS:	
5 pm	Antarctica Gold "Pvt" (Theta 05/05)

PILOTS LOUNGE:	
4 pm	Deathcrashers Squadron (Omega 05/05)

SPADES PLACE:	
6 pm	Black Dragon Inn (Zeta 04/05)

TRIVIA HAVEN:	
7 pm	TTT/Trix Madness (Theta 05/02)

SINGLES CLUB:	
6 pm	100% 99% Info Conference (Theta 05/05)

MYSTIC FOREST:	
9 pm	Northwest Sleight (Nu/Veg 05/02)

RPG ZONE:	
Open	Red Dragon Inn (Delta/Theta 05/04)

BOARD ROOM:	
4 pm	Goat/Gold "Private" (Mars/Neptune 06/05)

PILOTS LOUNGES:	
7 pm	Star Trek RPG (Alpha/Beta 05/05)

GO-CHECKERS:	
7 pm	Cyberpunk Ethics (Theta 05/05)

TRIVIA HAVEN:	
7 pm	TV Show Play (Theta 05/02)

SPADES PLACE:	
6 pm	Central Gold (Serious 05/05)

MYSTIC PORTAL:	
7 pm	Deathcrashers Squadron (Omega 05/05)

TEEN HANGOUT:	
6 pm	Tennis Fan Club (Crystal 01/06)

INN UNIVERSITY:	
7 pm	Deathcrashers Squadron (Omega 05/05)

BOARD ROOM:	
7 pm	Deathcrashers Squadron (Omega 05/05)

CHESS CLUB:	
6 pm	Infinity Gold (Serious 05/05)

SPADES PLACE:	
6 pm	Star Gold "Private" (Capitol 05/05)

TRIVIA HAVEN:	
7 pm	Black Watch Gold (Strategic 05/05)

MYSTIC PORTAL:	
7 pm	Star Gold "Private" (Capitol 05/05)

ELCHEVILLE:	
7 pm	They Might Be Giants (Metalhead 12/05)

SPADES PLACE:	
7 pm	Black Crown Inn (Zeta 04/05)

HELP ROOM:	

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Imaginings

FEBRUARY

7 pm Beginning DOS Course
(Preregistration required)

TUESDAY

TEEN HOUSE:
4 pm Wonders of the Brain RPG
(Teenagers 10-16) "Private"
5 pm BBS System
(Teenagers 12-18)
5 pm Dragon's Lair Campaign
(Kraatz 16-30)
8 pm MFC
(Rocky/MFC 14-18)

7 pm Rush Room
(Boy 10-14)
Cobweb
(Teenagers 14-18)
9 pm Star Trek RPG "Private"
(Capitol 12-14)

TECH TOWER:
5 pm DOS 3.0 and Info
(Teenagers 12-18)
8 pm Visual Sensors Overview
(Xtra 17-18)

SPORTS DEN:

6 pm Football 101
(Marie 16-18)

7 pm FFB Trade Talk
(Stephen 14-17)

8 pm Nox's Boys "Private"
(Nash 12-17)

MYSTIC PORTAL:

6 pm KOTOR-Card "Private"
(Sun-Steve 16-18)

7 pm Star Wars RPG
(Jenny 17-19)

10 pm Wolfgang Card
(Helen 16-18)

CARD YARD:

6 pm Jester Tower RPG
(Sharon + 10-12)

6 pm Star Trek RPG "Private"
(Can/Carol + 12-18)

7 pm Star Trek RPG
(Mark/Debra 14-20)

7 pm F2 Gear Club
(Rob 16-18)

BACKGAMMON BEAN:

6 pm Monopoly RPG
(Wright 14-18)

8 pm Star Trek RPG "Private"
(Can/Carol + 12-18)

8 pm Star Trek RPG
(White/Naomi 13-15)

HEARTS CLUB:

7 pm Sons of Kavouli RPG
(Lisa 16-18)

MARRIED LIFE:

6 pm TNG Crossover
(Augie 19-21)

7 pm Star Trek Academy "Private"
(Ami/Tremor 17-19)

12 am MTSI Sacrifice of Love
(Misty 16-18/low 16-17)

SINGLES SPOT:

7 pm Computer Games
(Lisa 16-18)

11 am Flying Knights Squad
(PK/JoJo/Cat 12-18)

5 pm Star Trek Miles Squad "PM"
(David 16-18)

TEEN SCENE:

1 pm Computer Games
(Greg 16-18)

3 pm Bread Making
(Jewell 16-18)

7 pm Julie Bar
(BODIE 17-22)

TREE HOUSE:

10 am Royal Company "PM"
(Chris/DM 16-18)

Noon Dots Galore
(ROMA 16-18)

4 pm Star Trek RPG "Private"
(Marylyn 16-18)

BOARD ROOM:

6 pm Shattered Dimensions RPG
(Dante/DM 11-14)

8 pm Dark Sector Card
(Lisa 16-18)

8 pm Hold Justice Card
(Ed 12-18)

BUCKVILLE:

6 pm Acts of the Lubwabo "PM"
(AJ/Kasher 13-15)

7 pm Dragon's Lair Campaign
(Dante/DM 12-14)

7 pm Star Trek RPG "Private"
(Lisa 16-18)

TRINA HAVEN:

3 pm Stern Game Trivia
(Lisa 16-18)

5 pm Harry's Hotel Trivia
(Lisa 16-18)

6 pm TNG Trivia Madness
(Lisa 16-18)

7 pm TNG Trivia Madness
(Lisa 16-18)

8 pm TNG Trivia Madness
(Lisa 16-18)

10 pm TNG Trivia Madness
(Lisa 16-18)

CHESS CLUB:

9 am Hawk's Team Squad
(HT/Hawk 10-12)

2 pm Seventh Floor "PM"
(Aldo/Steve + 16-18)

4 pm Star Trek Academy
"Private"
(Tatiana + 12-14)

GAMES CLUB:

9 am Star Trek RPG
(Lisa 16-18)

PILOTS LOUNGE:

4 pm Ten Forward RPG
(Lisa 16-18)

5 pm Star Trek RPG "Private"
(Lisa 16-18)

5 pm Star Trek RPG "Private"
(Lisa 16-18)

5 pm Star Trek RPG "Private"
(Lisa 16-18)

INN UNIVERSITY:

7 pm Polar Lessons
(Backgrounder Lessons)

7 pm C++ Programming Course
(Preregistration required)

7 pm Creative Writing Course
(Preregistration required)

SATURDAY

HELP ROOM:

* From 10 am to 1 pm as 5 pm*

* New Member Orientation *

Noon GED Gold "Private"

(Lisa 16-18/1st)

6 pm Media Card

(Kristina + 12-15) (2nd)

(Dish 16-18) (2nd)

7 pm Star Trek RPG "Private"

(Linda + 20-22) (1st/2nd)

8 pm Shadow/Superior Card

(Agnieszka 16-18) (1st/2nd)

9 pm Star Trek RPG "Private"

(Lisa 16-18) (2nd/4th)

SPADES PLACE:

5 pm Fellowship of West

(Crossan 16-18)

7 pm Star Trek RPG "Private"

(Lisa 16-18)

9 pm KW/SBZ

(The Weeker 16-18)

HEARTS CLUB:

11 am Hawk's Team Squad "Private"

11 am Star Trek Miles Squad "PM"

Noon Star Trek Captainwise

(Lisa 16-18)

1994 FEBRUARY 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	All times listed are Pacific Time.				

RPG ZONE:	MARRIED LIFE:	TEEN POWER:
Up to Red Dragon Inn	11 am Normandy Nat Nobles (Teenager 16-18)	11 am Red Knights Squadron "PM" (Rocky/Alley 16-18)
10 am Blackwood Inn "Private"	1 pm Star Trek Miles Squad "PM" (Lisa 16-18)	8 pm PCO ADHD "Private" (Palladium 14-16)
1 pm Guild of Sacred Sword	4 pm Kot Dijiher Alley "Private" (Shooter + 16-18)	7 pm Dennis and Butthead (Butthead 16-18)
5 pm Reading Invasion RPG (Lisa 16-18)	6 pm Gatekeepers 1911 "Private" (Lisa 16-18)	8 pm Rock Power (Rocky 16-18)
BACKGAMMON DEN:	MYSTIC PORTAL:	INN UNIVERSITY:
5 pm Compagnies Card "Private"	9 am Normandy Nat Nobles (Teenager 16-18)	11 am Backgammon Lessons Normandy Nat Nobles
6 pm Backgammon Cards (Lisa 16-18)	7 pm Red Sniper RPG (Lisa 16-18)	11 am Rock Power Lessons Rocky/Alley 16-18
7 pm Star Trek Academy "Private"	7 pm Sealers of Fortune (Lisa 16-18)	11 am Rock Power Lessons Rocky/Alley 16-18
8 pm Star Trek RPG "Private"	8 pm Star Trek Academy "Private" (Lisa 16-18)	11 am Rock Power Lessons Rocky/Alley 16-18

SINGLES SPOT:

9 am Lost Legions "Private"

(Lisa 16-18)

11 am Keepers of the Light Guild

(Lisa 16-18)

1 pm Demolition

(Star Trek 16-18)

SPORTS DEN:

5 pm CZ-101 Red Garrison

(Lisa 16-18)

TEEN BANG:

3 pm Superhero BPG "Private"

(Lisa 16-18)

6 pm Star Trek Miles Squad "PM"

(Lisa 16-18)

8 pm Shadow/Superior Card

(Lisa 16-18)

SINGLES GOLF:

10 am Star Trek Academy "Private"

(Lisa 16-18)

1 pm Star Trek RPG "Private"

(Lisa 16-18)

1 pm Star Trek Academy "Private"

(Lisa 16-18)

8 pm Star Trek RPG "Private"

(Lisa 16-18)

GO-CHECKERS:

11 am GQ Club

(Lisa 16-18)

1 pm Star Trek Miles Squad "PM"

(Lisa 16-18)

5 pm Star Trek Academy "Private"

(Lisa 16-18)

SPADES CLUB:

11 am Hawk's Team Squad "Private"

(Lisa 16-18)

11 am Star Trek Miles Squad "PM"

(Lisa 16-18)

Noon Star Trek Captainwise

(Lisa 16-18)

HEARTS CLUB:

11 am Hawk's Team Squad "Private"

(Lisa 16-18)

Noon Star Trek Miles Squad "PM"

(Lisa 16-18)

IMAGINATION!

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Maybe you should look into getting a foursome together on The ImaginNation Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 for details.

IMAGINATION!

BRIDGE NEWS



The size of INN's bridge-playing membership puts

it among the top 10 bridge clubs in North America. Our members run the gamut from beginners to World Champions. On any given evening, you will find members enjoying a casual rubber, side by side with well-known experts practicing for their next National Tournament.

Our dedicated staff of Bridge Sysops augment regular hosting duties with specialized functions. They add unique touches enhancing your enjoyment of the fastest-growing bridge club in the

country.

INNtrey manages the beginning bridge lessons. These weekly classes vary in length from eight to 12 weeks. She also organizes junior games every other Tuesday evening in the Bridge Parlor specifically for beginning and intermediate players. During this time, she is available to give you tips on bidding and play.

INNJacki runs our special event games. Experts and amateurs pair up for the very popular Pro/Am games. These are generally held on alternate Tuesdays from the junior game. She is also the friendly toon in the Bridge Parlor for our Friday evening specials and works diligently through most holidays to give you special events and prizes. INNJacki will be starting a Bridge Ladder soon.

INNHonor is our resident "expert." She oversees the Monday night Bridge Clinics. For beginning to advanced players, the Bridge Clinics cover various aspects of bridge bidding and play.

Her persuasive powers are almost as refined as her bridge play. This is evidenced by the preeminent cast of bridge

luminaries, authors and teachers she has obtained for our Great Events series of lectures with more eagerly anticipated guests lined up for future lectures (see related article).

I am INNBridge, the Bridge Club "fixture" or "fixer." I run the multi-week tournaments. I write bulletin board posts, BridgeBytes (our Bridge Club newsletter) and do most of the "clerical" work for the club. Most importantly, I try to create a friendly environment for our members to play. I also act as a liaison with INN management, relaying your commentary and suggestions.

So now you've met us and know a little about what we do. Say "hi" when you see us. If you want to chat, we are usually available for that too. On a more personal note, INNJacki and I are avid role-players. I'm a hockey fan. INNHonor loves classical music. INNtrey . . . well, we'll let you try to ferret out our outside interests if you desire.

INN



Hobbies/Interests
Books/Reading
Music/
Threading
Dec 1993

Jeffrey

INNBridge, Bridge Club

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The Great Events Lecture Series

Only the Best for INN Bridge

We finished 1993 with two interesting and informative lectures by World Bridge Champion, teacher and author Mike Lawrence. The question and answer sessions were a preview of his book, Takeout Doubles, scheduled for publication in the spring of 1994. Mike is a prolific as well as famous author whose books *Play Swiss Teams With Mike Lawrence*, *Judgment at Bridge*, *Dynamic Defense* and *Topics on Bridge* are well-thumbed editions in many bridge libraries. In addition, he publishes *Mike's Newsletter* from 131 Alvarado Road, Berkeley, CA 94705.

We began 1994 with another series of two Great Event lectures. Larry Cohen,



author of the best-selling bridge book of the decade, shared his expertise. Larry is the winner of many National Championships. His book, *To Bid or Not to Bid: The Law of Total Tricks*, has become a classic and is found on many of his peers' shelves. The book can be ordered from Larry at 181 Long Hill Rd., #16, Little Falls, NJ 07424.

Future Great Events will include many more of the great names in bridge. Watch for the announcements in either bridge room, on the Bridge Club Activities board, in the On-Line Times or in your newsletter from Box 89763.

INN

Imaginings

FEBRUARY

Red Baron Tips *continued from page 1*

2) The best way to shoot down opponents is to get a few thousand feet above your opponent and dive toward them from behind. Avoid diving head on. Although you will usually force your opponent to stall, if they don't stall, they can do as much damage as you can do to your opponent. For head-to-head games, it is generally best to try to gain altitude.

If you have a powerful plane that turns well, you can make a shallow dive. When the safety is off, pull up and you can often hit the fuel tank (which is just behind the engine and below the pilot) and make them start smoking quickly.

Never go for the opponent's balloons until they are shot down and forced to take off. To avoid being an easy target while shooting down balloons, cut your throttle to between three and six (depending on the type of airplane and if you are climbing or diving) and try to get the balloons in a single pass.

3) Use the best climb speed to gain altitude. This allows a plane to gain the most altitude in the least amount of time. The best climb speed depends on the power of the airplane and other factors. For Red Baron planes, the best rate of climb is between 60 and 80 mph.

If you have a plane with a lot of power (for example, Fokker D. VII, Fokker D. VIII, S.E. 5, Spad, Sopwith Snipe, Siemens Schuckert or Albatros D. III) and you start at the aerodromes, you can turn in the opposite direction from your opponent and climb to about 3,000 to 5,000, then turn back toward your opponent. You can often use this tactic to fly above your opponent. Turn and dive on his tail to get a relatively easy kill. If they end up at a similar altitude, shoot them while they are distracted shooting your balloons. Caution, always watch your opponent so you are not facing away while your opponent is shooting at you.

4) Avoid getting into situations where you and your opponent are making level circles. When you do that, you end up near the stall speed and your chances of stalling or spinning increase. You also end up having less momentum to go into other maneuvers.



5) Rotary-engine planes from World War I have a tendency to turn more sharply to the right than the left. Right-turning tendencies are most pronounced in a light plane with lots of power moving at a low speed. Pulling back (climbing)

causes the plane to turn slightly to the right. This is most noticeable in the Sopwith Camel, but applies to others (Fokker Dr. I or Snipe).

6) Surprise your opponent without a dogfight. It's quicker and your opponent has less opportunity to damage you. If you can't surprise them, the most important tactic is to get close behind your opponent.

When not in close dogfights, turn toward your opponent. This makes it easier for you to get behind them and harder for them to get behind you. This includes climbing toward someone diving at you.

A common mistake is to dive away from their opponent in a straight line. This makes the diving plane an easy target. Diving should be used only briefly to go into another maneuver or for attacks.

7) An important factor to remember on INN is the momentary network delay in receiving position updates from your opponent's plane. If you hit someone, it will be a couple of seconds before they realize they have been hit and start maneuvering. Add a couple seconds more before you see their reactions.

Thus, avoid flying in straight lines for long periods. It is generally better to turn away and try for deflection shots.

8) Rolling or breaking turns, split-s or half-loops, scissors and yo-yo maneuvers are useful in dogfights. If you need speed for maneuvers, sacrifice some altitude, increase your throttle, or both. Setting your throttle lower means you can turn sharper, but you sacrifice available speed.

9) A breaking turn is going into a steep turn away from a steep bank. It involves going into a steep bank to make the turn sharper. By doing this you tend to lose speed. A rolling turn is similar to a breaking turn. You lose altitude as you roll the plane over so you are

partially upside down as you turn. Use it in dogfights to pick up speed at the loss of altitude. Rolling turns work well for planes that have a good rate of roll (for example, Fokker Dr. I, Fokker D. VII, Fokker D. VIII, Sopwith, Nieuport, Spad 13, Albatros D.V.).

10) A split-s maneuver involves starting at a high altitude, rolling to an inverted position, then pulling the stick back to make a half loop. If you go faster by using a higher throttle, you will lose less altitude. This maneuver is useful when your plane is several hundred feet above your opponent and you are flying in the opposite direction. You can use this maneuver to surprise them, ending up on their tail. The half-loop (also known as the Immelmann maneuver) is basically the reverse of the split-s. If you are diving on someone and going fast enough (usually above 120 mph), keep shooting at them until you go past them. Pull up until you reach the top of the loop. Then roll back over to a normal position and attack your opponent again.

11) A basic (or flat) scissors involves two opposing planes at about the same speed and altitude. Both planes turn toward each other. Then plane A turns plane B and starts to get behind plane B as plane B makes a rolling turn. This causes plane A to overshoot and allows plane B to get behind plane A. The important part of this maneuver is to slow your speed without stalling. A rolling scissors starts as plane A dives at an angle on plane B. Plane B pulls up, slows down and turns toward plane A, causing plane A to overshoot. This puts plane B in a position to start the maneuver over again.

12) The yo-yo maneuvers are named after the Chinese pilot who invented them. A high yo-yo can be used to prevent overshoots and involves pulling up,

making a rolling turn to get behind your opponent. A low yo-yo can be used to trim a side of the circle when two planes are circling so you end up behind your opponent instead of on the opposite side. To

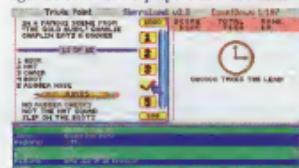
make a low yo-yo, make a small dive as you turn which will cause you to speed up, then pull up to get behind your opponent. It's best to make a few small low yo-yos rather than one large yo-yo.



Imaginings

NTN Trivia: Join the Fun!
continued from page 1

composite score is ranked nationally against other trivia players in more than



1800 venues. I can't help but feel a sense of pride every time I see the ImaginNation team ranked higher than the on-line competition.

Yes! I moved into sixth place! The third, fourth and fifth ranked players are

not far ahead. It all depends on the next three questions...

This scene is played out every fifteen minutes, every evening in SierraLand. Dozens of people gather to test their knowledge (or luck) guessing right answers from five choices.

Since the system keeps track of my

high game and average score, I compete against myself as well as others. The system also keeps track of totals toward monthly prizes for the best scores!

Here's how it works. First you see the question. After a few moments, five possible answers are provided. The maximum number of points for any question is 1000. The faster you answer, the more points you get! Then, one by one, hints are revealed. These hints usually help eliminate wrong answers and you can change your answer at

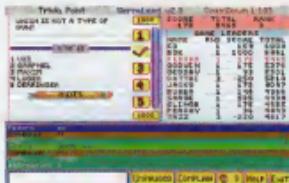
Trivia Point		Scoreboard v.2.3		Overall v.2.3		Score Details v.1.195	
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6
LAST 10 GAMES	LEADERBOARD	1	2	3	4	5	6

announcing elaborate plans and demonstrating high-tech prototypes for interactive networks of the future, INN and NTN

INN and NTN have joined forces to provide hours of original interactive trivia programming.

any time! There are 15 questions per game.

While a number of companies are



already have joined forces to provide hours of original interactive trivia programming every day. This, on top of INN's other fantastic features, truly makes it the premier on-line entertainment network.

If you haven't experienced NTN Trivia, I wholeheartedly recommend giving it a try. All it requires is INN v2.3 (which you should have anyway), access to SierraLand and a desire to meet people and have fun. I'll see you there!

IAN

CHOOSE THE WORD THAT IS MOST NEARLY SIMILAR TO "PREROGATIVE":

1 OF 15

- 1 INQUIRY
- 2 CAUTION
- 3 STIPULATION
- 4 CHOICE
- 5 PRIVILEGE



BAD CHOICE
SPILL THIS INQ
ON THE LEGE

1000

1

2

3

4

5

1000

Fedorov: out of 42; that's pretty go!
Carrie: I usually do a lot better F.
Fedorov: Well, we shall see next game.
Micoff: Are you having fun though?
Carrie: hello everyone!
Micoff: Yes - I'm having fun!!

Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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